Thrilling Commando Action from Taito

TAITO

OPERATION WOLF

TM

- **Authentic Gun Action**
  Your accurately detailed automatic weapon actually *recoils* when fired.

- **Extra Fire-Power**
  On the front of your weapon is a button that launches mortar rockets for explosive results.

- **Oversized Characters**
  Non-stop action is enhanced by the realistic scale of the characters on the screen.

- **Six Terrorist Strongholds**
  The player must invade 5 different camps to rescue hostages and then fly to freedom from the enemy airport.

PRINTED IN THE USA

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How to play

- Game starts by inserting coin(s) and pressing the start button.
- Continuous firing can be made by holding the trigger
- Mortar rockets can be launched by pressing the button on the side of the gun
- After finishing the opening scene, 6 screens appear. Select one of the screens by shooting it to start the game (Reselection is allowed within the time limit.)
- The 6 screens have the following effect on the game play:

Communication facility . . . . If this scene is not cleared, the number of enemies increase (little by little) whenever another scene is cleared

Jungle . . . . . If this scene is cleared, the concentration camp can be selected in the next level.

Ordinance facility . . . . . If this scene is cleared, the number of bullets and mortars increase

Village community . . . . . If this scene is cleared, 20 units of damage are recovered

Concentration camp . . . . . If this scene is cleared, the hostages appear from the edge of the screen or barracks and cross the screen. If the player lets them cross without hitting them, one hostage is rescued. Sometimes a knife-carrying enemy goes after a hostage. If the player cannot hit this enemy, the hostage is killed. Game ends when all the hostages have been killed even if this scene is cleared. (Extra care must be taken for this.)

Airport . . . . . In this scene, the number of the hostages rescued in the concentration camp appear. These hostages can be rescued by letting them board the plane. If all of them are killed, game ends even if this scene is cleared

- Enemies shoot at the player after flashing. If hit, the player is damaged. Enemy knives, hand grenades and rockets can be destroyed by hitting them before they reach the lower part of the screen.
- **Main items**

Magazine . . . . . When getting this item, 30 bullets are added (One bullet is automatically supplied if the number of bullets reaches zero.)

Mortar rocket . . . . . One mortar is supplied

Power drink . . . . . 5 units of damage are recovered

These items appear by hitting coconuts, condors, chickens, etc

- Helicopters can be destroyed with 10 bullets or 1 rocket
  Armored motorcars and patrol boats can be destroyed with 5 bullets.
- A scene is cleared when the number of enemies reaches "0"
- Game ends when the damage meter reaches the top, however, 3 units of damage are recovered by clearing 1 scene.
- If 1 hostage (at least) can have been rescued when clearing all scenes, the player can challenge the next round
- The player also can challenge the next round if the player can clear 1-2 scenes besides the jungle, concentration camp and airport scenes

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